

WHAT IS CLAIMED IS:

- 1 1. A method for playing games between players at remote locations;
 2 connecting a plurality of mobile phones together through a network for playing a.
 3 game;
 4 setting up a game scenario for each of the plurality of mobile phones; and
 5 transmitting game signals between the plurality mobile phones across the
 6 network.

- 2 2. The method of claim 1, wherein at least two of the plurality of mobile
 2 phones are remotely located.

- 3 3. The method of claim 1 wherein the network is a local area network.

- 1 4. The method of claim 1 wherein the network is a wide area network.

- 1 5. The method of claim 1 wherein the network is the Internet.

- 1 6. The method of claim 1 wherein the network is a public land mobile
 2 network.

- 1 7. The method of claim 1 wherein the network is a public switched
 2 telephone network.

- 1 8. The method of claim 1 wherein the network is a wireless network.

- 1 9. The method of claim 1 wherein the mobile phones connect to the
 2 network through a base station.

1 10. The method of claim 9 wherein a connection from a mobile phone to the
2 network through a base station is a low power radio frequency connection.

1 11. The method of claim 1 wherein the interactive game is interrupted when
2 a mobile phone receives a call.

1 12. The method of claim 11 wherein the interactive game is interrupted only
2 for the mobile phone receiving the call.

1 13. The method of claim 1 wherein at least two of the mobile phones are
2 located in a single location, a first mobile phone in the single location communicating
3 with a second mobile phone in the single location using a low power RF transceiver.

1 14. The method of claim 1 wherein the setting up a game scenario further
2 comprises:
3 transmitting an inquiry by a new player;
4 receiving the inquiry at active mobile phones;
5 transmitting a response by the active units;
6 reviewing the response and game data collected at a game server; and
7 establishing a game in accordance with the response and the game data from the
8 game server.

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1 21. The mobile phone of claim 15 wherein the network is a public switched
2 telephone network.

1 27. The mobile phone of claim 15 wherein the controller sets up a game
2 scenario by transmitting a game inquiry message; receiving responses by active units,
3 reviewing the response and game data collected at a game server and establishing a
4 game in accordance with the response and the game data from the game server.

1 *1-25* 28. An interactive game system, comprising:
 2 a network; and
 3 a plurality of mobile phones coupled together through the network, each of the
 4 mobile phones comprising a controller for processing user input and for controlling a
 5 display, the controller connecting the mobile phones through a network using a
 6 transceiver for playing an interactive game and transmitting game signals to the
 7 network.

1 29. The interactive game system of claim 28 wherein the controller sets-up
 2 the interactive game.

1 *1-25* 30. The interactive game system of claim 28 wherein the network is a local
 2 area network.

1 31. The interactive game system of claim 28 wherein the network is a wide
 2 area network.

1 32. The interactive game system of claim 28 wherein the network is the
 2 Internet.

1 33 The interactive game system of claim 28 wherein the network is a public
 2 land mobile network.

1 34. The interactive game system of claim 28 wherein the network is a public
 2 switched telephone network.

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1 35. The interactive game system of claim 28 wherein the network is a
2 wireless network.

1 36. The interactive game system of claim 28 wherein the mobile phones
2 connect to the network through a base station.

1 37. The interactive game system of claim 36 wherein the connection from
2 the mobile phones to the network is made through the base station using a low power
3 radio frequency connection.

1 38. The interactive game system of claim 28 wherein the interactive game is
2 interrupted when a mobile phone receives a call.

1 39. The interactive game system of claim 38 wherein the interactive game is
2 interrupted only for the mobile phone receiving the call.

1 40. The interactive game system of claim 28 wherein at least two of the
2 mobile phones are located in a single location, a first mobile phone in the single location
3 communicating with a second mobile phone in the single location using the transceiver,
4 the transceiver further comprising a low power RF transceiver.

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- 1 41. The interactive game system of claim 28 wherein a first mobile phone
2 sets up a game scenario by transmitting a game inquiry message that is received by at
3 least a second mobile phone, wherein the at least second mobile phone transmitting a
4 response, reviewing the response and game data collected at a game server and
5 establishing a game in accordance with the response and the game data from the game
6 server.

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